



**Pre-show – Act 1**

Time before curtain up	Action
01:00:00	Shout Check. Go through each wings shout check with designated wing ASM.
01:00:00	Assist Production Assistants with punt reset.
00:30:00	Partake in FIRE DRILL. <b>Add instructions when given.</b>
05:00:00 – 00:00:00	Stand in pit and ensure conductor has received <b>standby</b> and DSM <b>GO</b> cue light

**Act 1**

Time	Cue (Page/Score Ref)	Action	Notes/diagrams
00:03:00	PAGE 9	Spot the full black DS and ensure all is safe, then give "CLEAR" on Comms when DSM Says "LX3 & FLY 1..." so they can give the G.O.	
00:04:00	10.3.1	Cue Nikita Entrance DSL (Ramp)	
00:04:00	10.4.2	Cue Mariana Entrance DSL (Ramp)	
00:04:30	26.1.1	Ensure Amaranta is preset with 2 suitcases, 2 hatboxes, and handbag.	
00:05:00	28.3.2	Cue Amaranta Entrance CSR (Altar)	
00:12:30	51.2.5	Cue on Perruchetto on bike	
00:13:00	52.4.3	Cue on Nikita and George Reynolds DSL (Ramp)	
00:13:00	AFTER PREVIOUS	Go to SR dressers, receive robber costume and put it on in preparation for next cue. Don't remove stopwatch.	
00:21:00	74.4.3	Run on as 'their' with SL ASM and crew member to take bike	<p>1. Enter running. Look</p>



Time	Cue (Page/Score Ref)	Action	Notes/diagrams
			menacing. 2. Take front of bike and roll off DSR exit.
00:22:15	75.3.1	Cue Production Assistant for the punt movements and guide along each increment of 5 seconds with the timer from a stopwatch. Stop at the dead point after 1 minute of travel (taped on boat track).	 Travel times: Fully visible -
00:22:15	AFTER PREVIOUS	Head SR and assist with putting baggage and altar props away that have come off stage.	
00:29:00	89.1.1	Cue Production Assistant to move punt in direction stated on diagram. This move should take 15 seconds. The punt moves fully off stage.	
00:29:00	AFTER PREVIOUS	With help from crew and Production Assistants, remove the punt from the dolly and load the rowing boat.	
00:32:12	94.3.1	Cue Production Assistant to move boat in direction stated on diagram. 20 seconds until fully on and then stop at 1 min 45 seconds.	
00:37:00	103.2.4	Cue Lindoro's entrance on the DSR wing.	



Time	Cue (Page/Score Ref)	Action	Notes/diagrams
01:02:00	170.2.3	Cue Production Assistant to move boat in direction stated on diagram. 13 seconds until fully visible and then stop at 56 seconds.	
01:15:00-	From P205	SQUID CUES (Follow DSM GO) <ul style="list-style-type: none"> <li>- SQUID OUT GO</li> <li>- SQUID RETRACT GO</li> <li>- SQUID OUT GO</li> <li>- SQUID RETRACT GO</li> <li>- SQUID OUT GO</li> <li>- SQUID RETRACT GO</li> </ul>	
01:18:00	DURING PREVIOUS 243.1.1	Cue on 3 chorus members (George Curnow, Dylan Rooney, Archie Buchanan) USL (which is same area as tentacle movements) on DSM GO	Keep designated squid tentacle close by in preparation for next cue.
01:18:00-	AFTER PREVIOUS (Finale)	SQUID CUES Cont. (Follow DSM GO) <ul style="list-style-type: none"> <li>- SQUID OUT GO</li> <li>- SQUID STILL GO</li> <li>- SQUID PULSE</li> <li>- SQUID PULSE</li> <li>- SQUID PULSE</li> <li>- SQUID CRAZY GO</li> </ul>	



## Interval – Pre-set – Act 2

Time (approximate values)	Action
00:00:00	<i>Collect ring from Lindoro</i>
00:20:00	<i>Ensure ready in the SL wing for Act 2 beginners as first cue takes place there.</i>
00:05:00	<i>Assist with moving bike from SR back to SL.</i>
00:05:00	<i>Remove Handcuffs from cage.</i>

## Act 2

Time	Cue (Page/Score Ref)	Action	Notes/diagrams
00:02:20	242.4.2	Hand Innkeeper one pint glass with beer and beet mat once the act starts ready for his first entrance.	Ensure he enters with tea towel over shoulders.
00:04:30	256.3.1	Take empty pint glass from innkeeper as he exits into SL wing.	
	AFTER PREVIOUS	Give Innkeeper two more pint glasses (with non-alcoholic beer in) ready for his next entrance	
		Take empty pint glasses from innkeeper as he exits into SL wing.	
00:07:50	263.2.2	Cue on Lindoro in the DSR (Stage) wing.	VERBAL CUE. WAIT FOR DSM GO
00:12:55	285.4.1	Cue Lindoro's entrance DSL (Ramp).	
00:13:30	288.1.1	Cue Chorus Entrance DSL (Ramp).	
		Page curtain for Filenos exit DSL (Ramp)	
00:14:50	291.4.2	Cue Amaranta Entrance DSL (Ramp).	
00:15:35	294.3.1	Cue Chorus Entrance DSL (Ramp).	



	AFTER PREVIOUS	Move to SR wing, go off comms, place score on designated music stand and get changed into costume ready for the scene change.	Costume description: - Long black gown.
00:17:46	304.3.3	After recit finishes, on DSM GO, open USR door, carry sofa onto stage with SR ASM, place down on the spike marks USR and leave back in to the wing closing the door behind. Stay by the door waiting for the DSM GO to re-open the door for the crew member who needs to leave stage. Close door after they exit into wing.	<p>Place at spike marks in this area.</p>
	AFTER PREVIOUS	Return to SR wing and change back out of costume.	
00:25:00	462.1.3	On DSM GO, open USR Door and allow for Celia to enter. Once she has entered stage, close door at a moderate speed.	Observe Cue Light to the right of door. When closing door, ensure no noise is made.
00:34:00	360.1.1	Cue Nerina and Malibeo Entrance DSR (Stage) after Amaranta bow.	
	Start of Recit 40	Go to SL wing and remove the pub panelling on the CSL platform (offstage) and replace with the frame panelling for the mirror.	Do not undertake this activity in quiet moments.
01:00:00	Finale	On first thunder sound, quickly close the judas door CSR (Altar).	



**ACT 2-3 SCENE CHANGE (From DSM “Curtain down”)**

00:00:00	AFTER P407	Open USR Door on DSM GO and let crew enter. Once crew entered, follow after and remove executionee sacks from DSC (near sofa). Once done, walk back to USR door and close it once stage clear. Place the punt pole on the punt which should now be pre-set USC.	
<b>Act 3</b>			
01:06:00	426.1.1	On DSM GO, assist crew with pushing on altar at a fast speed after Altar door is fully open.	Malibeo is set on altar so done make any sudden movements, keep the altar moving at a steady speed.
01:07:00	P438	Preset bike so it is ready to enter on the ramp SL.	
01:09:00		On DSM GO, wave squid tentacle USL until given cue by DSM to retract.	
01:12:00	446.2.1	Page the black masking out of the way of the bike as it enters DSL (Ramp).	
01:14:00	CURTAIN CALL	Wave squid tentacle USL until told to retract, place squid tentacle down and run on stage	

**Post Show**

Time After FOH clearance	Action